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3DGP Assignment 2 REPORT

Report detailing the development of the rendering application for 3DGP assignment 2

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# INTRODUCTION

This document will detail the full process undertaken in the creation of an application to spec for 3DGP assignment 2, including both research and development explanations as well as an analysis of the finished program.

## Initial Specification

The minimum specification for the application is as follows:

* Create a window and initialize OpenGL.
* Display a 3D player model.
* Allow the player to move the model based on keyboard input.
* Display one or more obstacles / enemies.

Beyond the minimum specification, there are additional features that are heavily recommended to be implemented. These additional specifications are as follows:

* A camera that faces the player model and moves with it.
* Object texturing.
* Use of matrices for viewing and lighting.
* Extended 2D orthographic display such as a GUI.
* Moving objects.
* Basic lighting.
* 2D collision with the objects.

# RESEARCH

I read

# DEVELOPMENT

## Application Structure

## Object Creation and Management

## Rendering and Lighting

# ANALYSIS

## Strengths and Weaknesses

## Conclusion

# REFERENCES